Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L71	21	(L67 or L68) and ((color or component) near3 (distance or difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:24
L70	4	(L67 or L68) and ((hue or saturation or brightness) near3 (distance or difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:24
S90	0	(S86 or S87) and ((hue and saturation and brightness) near3 (distance or difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:23
S89	3	(S86 or S87) and ((hue or saturation or brightness) near3 (distance or difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:23
S88	17	(S86 or S87) and ((color or component) near3 (distance or difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:23
S87	27	345/640.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:23
S86	78	345/639.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:23
L69	0	(L67 or L68) and ((hue and saturation and brightness) near3 (distance or difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:23
L68	30	345/640.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:23

L67	84	345/639.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:23
S85	4	(S80 or S81 or S82) and ((hue or brightness or saturation) near3 (difference or distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:22
S84	0	(S80 or S81 or S82) and ((hue and brightness and saturation) near3 (difference or distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:22
S83	23	(S80 or S81 or S82) and ((color or component) near3 (difference or distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:22
L66	5	L63 and ((hue or brightness or saturation) near3 (difference or distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:22
L65	23	L63 and ((color or component) near3 (difference or distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:22
L64	0	L63 and ((hue and brightness and saturation) near3 (difference or distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:22
S82	31	382/221.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:21
S79	14	(S76 or S77 or S78) and (color near3 weight)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:21
S78	244	382/206.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:21

L63	281	382/219-221.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:21
L62	15	(L59 or L60 or L61) and (color near3 weight)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:21
L61	255	382/206.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:21
L60	1268	382/199.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:21
L59	541	382/194-195.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:21
L58	255	382/206.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:21
S76	522	382/194-195.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:20
S73	42	(S28 or S29 or S40) and (color near3 weight)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:20
S72	7	S70 and (color near3 weight)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:20
L57	541	382/194-195.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:20

L56	44	(L31 or L33 or L37) and (color near3 weight)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:20
L55	7	L53 and (color near3 weight)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:20
L54	21	L53 and ((color or component) adj3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:18
S71	19	S70 and ((color or component) adj3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:17
S70	641	345/582.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:17
S57	0	S54 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:17
L53	709	345/582.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:17
L51	0	L50 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:17
L50	541	382/194-195.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:17
S58	0	S55 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:16

S47	0	S29 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:16
L49	0	L48 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:16
L48	1268	382/199.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:16
L44	0	L33 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:16
S46	0	S28 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:15
S45	0	S28 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:15
S44	0	S40 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:15
S43	0	S40 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:15
L43	0	L31 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:15
L42	0	L31 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:15

L41	0	L37 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:15
L40	0	L37 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:15
S42	31	S40 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:14
L39	35	L37 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:14
S41	10	S40 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:13
L38	13	L37 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:13
L37	1054	382/173.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 08:13
S38	17	S29 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:12
S37	15	S28 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:12
L36	17	L33 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:12

L35	18	L31 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:12
L34	52	L33 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:12
L32	19	L31 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:12
S36	50	S29 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
S35	16	S28 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
S34	3	S31 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
S33	0	S27 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
S32	6	S31 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
L33	755	382/165.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
L31	305	382/164.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11

L30	3	L26 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
L29	0	L28 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
L28	22	345/598.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
L27	7	L26 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
L26	124	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:11
S30	1	S27 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:08
S29	725	382/165.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:08
S28	289	382/164.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:08
S27	20	345/598.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:08
L25	2	L22 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:08

L24	755	382/165.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:08
L23	305	382/164.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:08
L22	22	345/598.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:08
L21	124	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:08
S26	113	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:07
S25	1	S23 and (texture adj3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:07
S24	1	S22 and (texture adj3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:07
S22	15	345/589.ccls. and ((RGB or YUV or YIQ or CIE or HSV or CMY) near3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:07
L20	1	L19 and (texture adj3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:07
L19	23	345/589.ccls. and (component near3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:07

L18	1	L17 and (texture adj3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:07
L17	16	345/589.ccls. and ((RGB or YUV or YIQ or CIE or HSV or CMY) near3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:07
S21	937	345/589.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 08:06
S20	33	(color adj3 difference) and (texture adj3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 08:06
S18	0	(hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:06
L15	1028	345/589.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 08:06
L14	35	(color adj3 difference) and (texture adj3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 08:06
L13	0	(hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/06/08 08:06
S17	0	(hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference)	USPAT	OR	ON	2005/06/08 08:05
L12	0	(hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference)	USPAT	OR	ON	2005/06/08 08:05
S13	81	(color adj3 texture) near3 (difference or distance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:46

L11	89	(color adj3 texture) near3 (difference or distance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:46
L10	173	(color and texture) near3 (difference or distance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:46
L6	56	kim-chang-yeong.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:45
S10	0	miller-boris.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
S9	3	miller-boris-m.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
S7	0	sushko-dmitry.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
S6	3	sushko-dmitry-v.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
S5	0	chochia-pavel.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
S4	3	chochia-pavel-a.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
S3	49	kim-chang-yeong.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43

S2	0	lee-seon-deok.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
S1	57	kim-sang-kyun.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
L9	3	sushko-dmitry-v.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
L8	3	miller-boris-m.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
L7	3	chochia-pavel-a.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
L5	62	kim-sang-kyun.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
L4	0	miller-boris.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
L3	0	sushko-dmitry.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
L2	0	chochia-pavel.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43
L1	0	lee-seon-deok.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/08 07:43

S97	0	lee-seon-deok.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/07 15:34
S96	1209	382/199.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/16 10:23
S95	2	"6504942".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/14 15:02
S94	3	"6674905".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/14 15:02
S93	2	S91 and (texture near3 (distance or difference))	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/11 11:36
S91	8	(US-5552805-$ or US-5657432-$ or US-5751450-$ or US-6411953-$ or US-6453069-$ or US-6463432-$ or US-6731792-$ or US-6766061-$).did.	USPAT	OR	OFF	2004/12/11 11:04
S80	131	382/219.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/10 11:20
S81	126	382/220.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/10 09:40
S77	1208	382/199.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/10 09:11
S68	22	S55 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 14:14

S66	4	S54 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 14:00
S65	1	S56 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 14:00
S64	9	S55 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 14:00
S69	0	S56 and ((color or component) near2 difference) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:59
S63	2	S54 and ((color or component) near2 distance) and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:59
S62	0	S56 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:59
S61	0	S55 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:59
S60	0	S54 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:58
S59	0	S56 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:58
S56	244	382/206.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:58

S52	0	S31 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:58
S48	0	S29 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:58
S55	1208	382/199.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:57
S54	522	382/194-195.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:57
S53	9	(S27 or S28 or S29 or S31 or S40) and (texture adj3 distance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:56
S51	0	S27 and ((hue adj2 difference) and (birghtness adj2 difference) and (saturation adj difference))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:50
S50	0	S27 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:50
S49	0	S31 and ((hue adj2 distance) and (birghtness adj2 distance) and (saturation adj distance))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 13:50
S40	975	382/173.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/09 13:41
S39	4	"6463432".pn.	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/09 13:39

S31	113	345/591.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 12:42
S23	23	345/589.ccls. and (component near3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/09 07:47
S19	0	(hue near3 difference) and (birghtness near3 difference) and (saturation near3 difference)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/12/08 12:34
S16	10	("5751450").URPN.	USPAT	OR	OFF	2004/12/08 12:33
S15	7	("4414635" | "4653014" | "5085325" | "5218555" | "5221959" | "5410637" | "5552805").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2004/12/08 12:20
S14	2	"6411953".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/08 12:14
S12	2	"5751450".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/08 11:38
S11	38	S3 not S1	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/08 11:33

Terms used
texture color distance weight points hue saturation brightness

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Relevance scale

1 Color gamut mapping and the printing of digital color images
Maureen C. Stone, William B. Cowan, John C. Beatty
October 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 4

Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

2 Device-directed rendering
Andrew S. Glassner, Kenneth P. Fishkin, David H. Marimont, Maureen C. Stone
January 1995 **ACM Transactions on Graphics (TOG)**, Volume 14 Issue 1

Full text available: pdf(4.67 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Rendering systems can produce images that include the entire range of visible colors. Imaging hardware, however, can reproduce only a subset of these colors: the device gamut. An image can only be correctly displayed if all of its colors lie inside of the gamut of the target device. Current solutions to this problem are either to correct the scene colors by hand, or to apply gamut mapping techniques to the final image. We propose a methodology called device-directed rendering
Keywords: constrained color selection, device-independent color, inverse problems

3 Reproducing color images as duotones
Joanna L. Power, Brad S. West, Eric J. Stollnitz, David H. Salesin
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Full text available: pdf(2.74 MB) Additional Information: full citation, references, citings, index terms

Keywords: Neugebauer model, color printing, color reproduction, duotone, gamut mapping

4 Computational Approaches to Image Understanding
Michael Brady
January 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1

Full text available: pdf(10.04 MB) Additional Information: full citation, references, citings, index terms

5 Achieving color uniformity across multi-projector displays
Aditi Majumder, Zhu He, Herman Towles, Greg Welch
October 2000 **Proceedings of the conference on Visualization '00**

Full text available: pdf(181.02 KB) Additional Information: full citation, citings, index terms

Keywords: color calibration, large area display, projector graphics, tiled displays

6 Getting it off the screen and onto paper (panel session): current accomplishments and future goals
Gary W. Meyer, Ricardo J. Motta, Joann Taylor, Maureen C. Stone
August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Full text available: pdf(11.43 MB) Additional Information: full citation, index terms

7 Tint fill
Alvy Ray Smith
August 1979 **ACM SIGGRAPH Computer Graphics , Proceedings of the 6th annual conference on Computer graphics and interactive techniques**, Volume 13 Issue 2

Full text available: pdf(3.34 MB) Additional Information: full citation, abstract, references, citings, index terms

To fill a connected area of a digital image is to change the color of all and only those pixels in the area. Fill algorithms for areas defined by sharp boundaries (e.g., a white area surrounded by a black curve) have been implemented at several color computer graphics installations. This paper presents an algorithm for the more difficult problem of filling areas with shaded boundaries (e.g., a white area surrounded by a curve consisting of several shades of gray). These images may arise fro ...

Keywords: Color, Fill, Flood, Gradient, Hue, Matte, Saturation, Tint, Value

8 Anti-aliasing in topological color spaces
Kenneth Turkowski
August 1986 **ACM SIGGRAPH Computer Graphics , Proceedings of the 13th annual conference on Computer graphics and interactive techniques**, Volume 20 Issue 4

Full text available: pdf(5.19 MB) Additional Information: full citation, abstract, references, index terms

The power of a color space to perform well in interpolation problems such as anti-aliasing and smooth-shading is dependent on the topology of the color space as well as the number of elements it contains.We develop the *Major-minor* color space, which has a topology and representation that lends itself to simple anti-aliasing computations between elements of an arbitrary set of colors in an inexpensive frame store.

9 Effective use of color in computer graphics
Joan R. Truckenbrod
August 1981 **ACM SIGGRAPH Computer Graphics , Proceedings of the 8th annual conference on Computer graphics and interactive techniques**, Volume 15 Issue 3

Full text available: pdf(1.41 MB) Additional Information: full citation, abstract, references, citings, index terms

Color is a significant component of computer aided visualization of information, concepts and ideas. The use of color in all applications of computer graphics enhances the image, clarifies the information presented, and helps distinguish features that are obscure in black

and white pictures. Color is used to differentiate elements in the diagrams so that the comparative information is read and understood rapidly and accurately. Color visualization techniques increase the amount of informati ...

10 [Session P9: view-dependent visualization: Maximum entropy light source placement]
Stefan Gumhold
October 2002 **Proceedings of the conference on Visualization '02**

Full text available: pdf(5.78 MB) Additional Information: full citation, abstract, references, index terms

Finding the "best" viewing parameters for a scene is quite difficult but a very important problem. Fully automatic procedures seem to be impossible as the notion of "best" strongly depends on the human judgment as well as on the application. In this paper a solution to the sub-problem of placing light sources for given camera parameters is proposed. A light position is defined to be optimal, when the resulting illumination reveals more about the scene as the illuminations from all other light po ...

Keywords: illumination, lighting design, maximum entropy, optimization, user study, visualization

11 Theory of keyblock-based image retrieval
April 2002 **ACM Transactions on Information Systems (TOIS)**, Volume 20 Issue 2

Full text available: pdf(2.14 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The success of text-based retrieval motivates us to investigate analogous techniques which can support the querying and browsing of image data. However, images differ significantly from text both syntactically and semantically in their mode of representing and expressing information. Thus, the generalization of information retrieval from the text domain to the image domain is non-trivial. This paper presents a framework for information retrieval in the image domain which supports content-based q ...

Keywords: clustering, codebook, content-based image retrieval, keyblock

12 Flash & color: Digital photography with flash and no-flash image pairs
Georg Petschnigg, Richard Szeliski, Maneesh Agrawala, Michael Cohen, Hugues Hoppe, Kentaro Toyama
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(1.39 MB) mov(23:14 MIN) Additional Information: full citation, abstract, references, citings

Digital photography has made it possible to quickly and easily take a pair of images of low-light environments: one with flash to capture detail and one without flash to capture ambient illumination. We present a variety of applications that analyze and combine the strengths of such flash/no-flash image pairs. Our applications include denoising and detail transfer (to merge the ambient qualities of the no-flash image with the high-frequency flash detail), white-balancing (to change the color ton ...

Keywords: Noise removal, bilateral filtering, detail transfer, flash photography, image fusion, image processing, red-eye removal, sharpening, white balancing

13 Lighting & sampling: An approximate global illumination system for computer generated films
Eric Tabellion, Arnauld Lamorlette
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(819.51 KB) Additional Information: full citation, abstract, references, index terms

Lighting models used in the production of computer generated feature animation have to be flexible, easy to control, and efficient to compute. Global illumination techniques do not lend themselves easily to flexibility, ease of use, or speed, and have remained out of reach thus

far for the vast majority of images generated in this context. This paper describes the implementation and integration of indirect illumination within a feature animation production renderer. For efficiency reasons, we ch ...

Keywords: distributed ray tracing, global illumination, irradiance caching, micro-polygon, rendering

14 Vector field visualization: Case study: visualizing ocean currents with color and dithering
Patricia Crossno, Edward Angel, David Munich
October 2001 **Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics**
Full text available: pdf(2.25 MB) Additional Information: full citation, abstract, references, index terms

This case study presents several related approaches to visualizing flow information from large vector volumes generated by ocean circulation modeling. Flow vectors are mapped to colored pixels to enable global views of dense three-dimensional vector fields. Each of the approaches starts by classifying vector direction into a small number of colors. One approach then uses scaled linear interpolation to blend between adjacent directional colors. Two other approaches use half-toning and dithering m ...

Keywords: color mapping, dithering, flow visualization, half-toning, vector field visualization

15 Anima II: a 3-D color animation system
Ronald J. Hackathorn
July 1977 **ACM SIGGRAPH Computer Graphics , Proceedings of the 4th annual conference on Computer graphics and interactive techniques**, Volume 11 Issue 2
Full text available: pdf(2.27 MB) Additional Information: full citation, abstract, references, citings

An animation software system has been developed at The Computer Graphics Research Group which allows a person with no computer background to develop an animation idea into a finished color video product which may be seen and recorded in real time. The animation may include complex polyhedra forming words, sentences, plants, animals and other creatures. The animation system, called Anima II, has as its three basic parts: a data generation routine used to make colored, three-dimensional objects, a ...

16 Graphical style towards high quality illustrations
Richard Beach, Maureen Stone
July 1983 **ACM SIGGRAPH Computer Graphics , Proceedings of the 10th annual conference on Computer graphics and interactive techniques**, Volume 17 Issue 3
Full text available: pdf(979.25 KB) Additional Information: full citation, abstract, references, citings, index terms

If there is to be widespread acceptance of computer generated images in areas traditionally served by graphic artists, these images must meet a high standard of quality. Document preparation systems are an application area that is gaining maturity in providing high-quality computer typeset documents. These systems exhibit a trend towards specifying the formatting information for a document separately from the body of the text. The goal is to have the document format designed by someone with ...

Keywords: Graphic arts, Graphic design, Graphical style sheet, Illustration, Integrated text and graphics

17 Visual information retrieval
Amarnath Gupta, Ramesh Jain
May 1997 **Communications of the ACM**, Volume 40 Issue 5
Full text available: pdf(676.39 KB) Additional Information: full citation, references, citings, index terms, review

18 Volume illustration: non-photorealistic rendering of volume models
David Ebert, Penny Rheingans
October 2000 **Proceedings of the conference on Visualization '00**
Full text available: pdf(268.75 KB) Additional Information: full citation, citings, index terms

Keywords: illustration, lighting models, non-photorealistic rendering, shading, visualization, volume rendering

19 Session C5: interactive techniques: Exploring surface characteristics with interactive Gaussian images: a case study
Bradley Lowekamp, Penny Rheingans, Terry S. Yoo
October 2002 **Proceedings of the conference on Visualization '02**
Full text available: pdf(690.43 KB) Additional Information: full citation, abstract, references, index terms

The Gauss map projects surface normals to a unit sphere, providing a powerful visualization of the geometry of a graphical object. It can be used to predict visual events caused by changes in lighting, shading, and camera control. We present an interactive technique for portraying the Gauss map of polygonal models, mapping surface normals and the magnitudes of surface curvature using a spherical projection. Unlike other visualizations of surface curvature, we create our Gauss map directly from p ...

Keywords: computational geometry, gauss map, illumination and shading, interactive visualization

20 Procedural annotation of uncertain information
Andrej Cedilnik, Penny Rheingans
October 2000 **Proceedings of the conference on Visualization '00**
Full text available: pdf(1.15 MB) Additional Information: full citation, citings, index terms

Keywords: annotation, glyphs, procedural generation, uncertainty visualization

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Terms used texture color distance weight degree importance

Found **195** of **155,867**

1 Supporting similarity queries in MARS
Michael Ortega, Yong Rui, Kaushik Chakrabarti, Sharad Mehrotra, Thomas S. Huang
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**
Full text available: pdf(2.48 MB) Additional Information: full citation, references, citings, index terms

2 Jump map-based interactive texture synthesis
Steve Zelinka, Michael Garland
October 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 4
Full text available: pdf(529.89 KB) Additional Information: full citation, abstract, references, index terms

We present techniques for accelerated texture synthesis from example images. The key idea of our approach is to divide the task into two phases: analysis, and synthesis. During the analysis phase, which is performed once per sample texture, we generate a <i>jump map</i>. Using the jump map, the synthesis phase is capable of synthesizing texture similar to the analyzed example at interactive rates. We describe two such synthesis phase algorithms: one for creating images, and one for di ...

Keywords: Interactive texture synthesis, jump maps, texturing surfaces

3 Session 5: simplification and meshes: Perceptually guided simplification of lit, textured meshes
Nathaniel Williams, David Luebke, Jonathan D. Cohen, Michael Kelley, Brenden Schubert
April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics**
Full text available: pdf(5.78 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a new algorithm for best-effort simplification of polygonal meshes based on principles of visual perception. Building on previous work, we use a simple model of low-level human vision to estimate the perceptibility of local simplification operations in a view-dependent Multi-Triangulation structure. Our algorithm improves on prior perceptual simplification approaches by accounting for textured models and dynamic lighting effects. We also model more accurately the scale of visual chang ...

Keywords: level of detail, mesh simplification, perceptually motivated rendering

4 Semantic clustering and querying on heterogeneous features for visual data
Gholamhosein Sheikholeslami, Wendy Chang, Aidong Zhang
September 1998 **Proceedings of the sixth ACM international conference on Multimedia**
Full text available: pdf(1.37 MB) Additional Information: full citation, references, citings, index terms

5 Art session 2: tools development for arts research and practice: Sumi-nagashi: creation of new style media art with haptic digital colors
Shunsuke Yoshida, Jun Kurumisawa, Haruo Noma, Nobuji Tetsutani, Kenichi Hosaka
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**
Full text available: pdf(946.91 KB) Additional Information: full citation, abstract, references, index terms

This installation provides painters with a method for feeling attributes of digital colors and a fluid canvas. When a user of this installation moves the stylus paintbrush over the digital canvas, he/she senses the "weight of the colors" through the brush. For example, the user experiences dark colors as heavy in weight and light colors as light in weight. Complex painting is expressed as a mixed tactile sensation using a new desk-style force feedback system called the "Proactive Desk." Other ...

Keywords: digital painting, haptic feedback, media art, virtual reality

6 Terrain database interoperability issues in training with distributed interactive simulation
Guy A. Schiavone, S. Sureshchandran, Kenneth C. Hardis
July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7 Issue 3
Full text available: pdf(443.34 KB) Additional Information: full citation, abstract, references, citings, index terms, review

In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, resulting in unrealistic simulation results or negative training, and a corresponding degradation of interoperability in a DIS simulation exercise. In the DIS community, this is known as the simulator terrain database (TDB) correlation problem. ...

Keywords: distributed interactive simulation, terrain databases

7 Reflectance and texture of real-world surfaces
Kristin J. Dana, Bram van Ginneken, Shree K. Nayar, Jan J. Koenderink
January 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 1
Full text available: pdf(6.94 MB) Additional Information: full citation, abstract, references, citings, index terms

In this work, we investigate the visual appearance of real-world surfaces and the dependence of appearance on the geometry of imaging conditions. We discuss a new texture representation called the BTF (bidirectional texture function) which captures the variation in texture with illumination and viewing direction. We present a BTF database with image textures from over 60 different samples, each observed with over 200 different combinations of viewing and illumination directions. We describe ...

8 Data clustering: a review
A. K. Jain, M. N. Murty, P. J. Flynn
September 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 3
Full text available: pdf(636.24 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, incremental clustering, similarity indices, unsupervised learning

9 Image-driven simplification
Peter Lindstrom, Greg Turk
July 2000 **ACM Transactions on Graphics (TOG)**, Volume 19 Issue 3

Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, citings, index terms

We introduce the notion of image-driven simplification, a framework that uses images to decide which portions of a model to simplify. This is a departure from approaches that make polygonal simplification decisions based on geometry. As with many methods, we use the edge collapse operator to make incremental changes to a model. Unique to our approach, however, is the use at comparisons between images of the original model against those of a simplified model to determine the ...

Keywords: image metrics, level-of-detail, polygonal simplification, visual perception

10 Smoothing an overlay grid to minimize linear distortion in texture mapping
Alla Sheffer, Eric de Sturler
October 2002 **ACM Transactions on Graphics (TOG)**, Volume 21 Issue 4

Full text available: pdf(3.16 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Texture is an essential component of computer generated models. For a texture mapping procedure to be effective it has to generate continuous textures and cause only small mapping distortion. The *Angle Based Flattening (ABF)* parameterization method is guaranteed to provide a continuous (no foldovers) mapping. It also minimizes the angular distortion of the parameterization, including locating the optimal planar domain boundary. However, since it concentrates on minimizing the angular dist ...

Keywords: parameterization, smoothing., texture mapping, triangulation

11 Image Retrieval from the World Wide Web: Issues, Techniques, and Systems
M. L. Kherfi, D. Ziou, A. Bernardi
March 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1

Full text available: pdf(294.13 KB) Additional Information: full citation, abstract, references, index terms

With the explosive growth of the World Wide Web, the public is gaining access to massive amounts of information. However, locating needed and relevant information remains a difficult task, whether the information is textual or visual. Text search engines have existed for some years now and have achieved a certain degree of success. However, despite the large number of images available on the Web, image search engines are still rare. In this article, we show that in order to allow people to profi ...

Keywords: Image-retrieval, World Wide Web, crawling, feature extraction and selection, indexing, relevance feedback, search, similarity

12 Theory of keyblock-based image retrieval
April 2002 **ACM Transactions on Information Systems (TOIS)**, Volume 20 Issue 2

Full text available: pdf(2.14 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The success of text-based retrieval motivates us to investigate analogous techniques which can support the querying and browsing of image data. However, images differ significantly from text both syntactically and semantically in their mode of representing and expressing information. Thus, the generalization of information retrieval from the text domain to the image domain is non-trivial. This paper presents a framework for information retrieval in the image domain which supports content-based q ...

Keywords: clustering, codebook, content-based image retrieval, keyblock

13 Computational strategies for object recognition
Paul Suetens, Pascal Fua, Andrew J. Hanson
March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1

Full text available: pdf(6.37 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

Keywords: image understanding, model-based vision, object recognition

14 Session 9: image indexing and retrieval: An effective region-based image retrieval framework
Feng Jing, Mingjing Li, Hong-Jiang Zhang, Bo Zhang
December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available: pdf(216.67 KB) Additional Information: full citation, abstract, references, citings

We present a region-based image retrieval framework that integrates efficient region-based representation in terms of storage and retrieval and effective on-line learning capability. The framework consists of methods for image segmentation and grouping, indexing using modified inverted file, relevance feedback, and continuous learning. By exploiting a vector quantization method, a compact region-based image representation is achieved. Based on this representation, an indexing scheme similar to t ...

Keywords: continuous learning, inverted file, region-based image retrieval, relevance feedback

15 Color gamut mapping and the printing of digital color images
Maureen C. Stone, William B. Cowan, John C. Beatty
October 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 4

Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

16 Design of accurate and smooth filters for function and derivative reconstruction
Torsten Möller, Klaus Mueller, Yair Kurzion, Raghu Machiraju, Roni Yagel
October 1998 **Proceedings of the 1998 IEEE symposium on Volume visualization**

Full text available: pdf(1.91 MB) Additional Information: full citation, references, citings, index terms

Keywords: derivatives, filter design, interpolation, volume rendering

17 Three-dimensional medical imaging: algorithms and computer systems
M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

18 Statistical geometry representation for efficient transmission and rendering

Aravind Kalaiah, Amitabh Varshney

April 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 2

Full text available: pdf(16.46 MB) Additional Information: full citation, abstract, references, index terms

Traditional geometry representations have focused on representing the details of the geometry in a deterministic fashion. In this article we propose a statistical representation of the geometry that leverages local coherence for very large datasets. We show how the statistical analysis of a densely sampled point model can be used to improve the geometry bandwidth bottleneck, both on the system bus and over the network as well as for randomized rendering, without sacrificing visual realism. Our s ...

Keywords: Point-based rendering, network graphics, principal component analysis, programmable GPU, progressive transmission, quasi-random numbers, view-dependent rendering

19 Perceptually based brush strokes for nonphotorealistic visualization

Christopher G. Healey, Laura Tateosian, James T. Enns, Mark Remple

January 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 1

Full text available: pdf(479.81 KB) Additional Information: full citation, abstract, references, index terms

An important problem in the area of computer graphics is the visualization of large, complex information spaces. Datasets of this type have grown rapidly in recent years, both in number and in size. Images of the data stored in these collections must support rapid and accurate exploration and analysis. This article presents a method for constructing visualizations that are both effective and aesthetic. Our approach uses techniques from master paintings and human perception to visualize a multidi ...

Keywords: Abstractionism, Impressionism, color, computer graphics, human vision, nonphotorealistic rendering, perception, psychophysics, scientific visualization, texture

20 Environment matting extensions: towards higher accuracy and real-time capture

Yung-Yu Chuang, Douglas E. Zongker, Joel Hindorff, Brian Curless, David H. Salesin, Richard Szeliski

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.48 MB) Additional Information: full citation, abstract, references, citings, index terms

Environment matting is a generalization of traditional bluescreen matting. By photographing an object in front of a sequence of structured light backdrops, a set of approximate light-transport paths through the object can be computed. The original environment matting research chose a middle ground—using a moderate number of photographs to produce results that were reasonably accurate for many objects. In this work, we extend the technique in two opposite directions: recovering a more ...

Keywords: alpha channel, augmented reality, blue spill, blue-screen matting, clip art, colored transparency, environment map, environment matte, image-based rendering, real-time capture, reflection, refraction

Terms used
texture color distance weight degree importance measure points

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Relevance scale

1 Supporting similarity queries in MARS
Michael Ortega, Yong Rui, Kaushik Chakrabarti, Sharad Mehrotra, Thomas S. Huang
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**
Full text available: pdf(2.48 MB) Additional Information: full citation, references, citings, index terms

2 Data clustering: a review
A. K. Jain, M. N. Murty, P. J. Flynn
September 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 3
Full text available: pdf(636.24 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, incremental clustering, similarity indices, unsupervised learning

3

Kristin J. Dana, Bram van Ginneken, Shree K. Nayar, Jan J. Koenderink
January 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 1

Full text available: pdf(6.94 MB) Additional Information: full citation, abstract, references, citings, index terms

In this work, we investigate the visual appearance of real-world surfaces and the dependence of appearance on the geometry of imaging conditions. We discuss a new texture representation called the BTF (bidirectional texture function) which captures the variation in texture with illumination and viewing direction. We present a BTF database with image textures from over 60 different samples, each observed with over 200 different combinations of viewing and illumination directions. We describe ...

5 Session 5: simplification and meshes: Perceptually guided simplification of lit, textured meshes
Nathaniel Williams, David Luebke, Jonathan D. Cohen, Michael Kelley, Brenden Schubert
April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics**

Full text available: pdf(5.78 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a new algorithm for best-effort simplification of polygonal meshes based on principles of visual perception. Building on previous work, we use a simple model of low-level human vision to estimate the perceptibility of local simplification operations in a view-dependent Multi-Triangulation structure. Our algorithm improves on prior perceptual simplification approaches by accounting for textured models and dynamic lighting effects. We also model more accurately the scale of visual chang ...

Keywords: level of detail, mesh simplification, perceptually motivated rendering

6 Jump map-based interactive texture synthesis
Steve Zelinka, Michael Garland
October 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 4

Full text available: pdf(529.89 KB) Additional Information: full citation, abstract, references, index terms

We present techniques for accelerated texture synthesis from example images. The key idea of our approach is to divide the task into two phases: analysis, and synthesis. During the analysis phase, which is performed once per sample texture, we generate a <i>jump map</i>. Using the jump map, the synthesis phase is capable of synthesizing texture similar to the analyzed example at interactive rates. We describe two such synthesis phase algorithms: one for creating images, and one for di ...

Keywords: Interactive texture synthesis, jump maps, texturing surfaces

7 Computational strategies for object recognition
Paul Suetens, Pascal Fua, Andrew J. Hanson
March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1

Full text available: pdf(6.37 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

Keywords: image understanding, model-based vision, object recognition

8 Color gamut mapping and the printing of digital color images
Maureen C. Stone, William B. Cowan, John C. Beatty

October 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 4

Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

9 Image Retrieval from the World Wide Web: Issues, Techniques, and Systems
M. L. Kherfi, D. Ziou, A. Bernardi
March 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1

Full text available: pdf(294.13 KB) Additional Information: full citation, abstract, references, index terms

With the explosive growth of the World Wide Web, the public is gaining access to massive amounts of information. However, locating needed and relevant information remains a difficult task, whether the information is textual or visual. Text search engines have existed for some years now and have achieved a certain degree of success. However, despite the large number of images available on the Web, image search engines are still rare. In this article, we show that in order to allow people to profi ...

Keywords: Image-retrieval, World Wide Web, crawling, feature extraction and selection, indexing, relevance feedback, search, similarity

10 Image-driven simplification
Peter Lindstrom, Greg Turk
July 2000 **ACM Transactions on Graphics (TOG)**, Volume 19 Issue 3

Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, citings, index terms

We introduce the notion of image-driven simplification, a framework that uses images to decide which portions of a model to simplify. This is a departure from approaches that make polygonal simplification decisions based on geometry. As with many methods, we use the edge collapse operator to make incremental changes to a model. Unique to our approach, however, is the use at comparisons between images of the original model against those of a simplified model to determine the ...

Keywords: image metrics, level-of-detail, polygonal simplification, visual perception

11 Computing curricula 2001
September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

12 Semantic clustering and querying on heterogeneous features for visual data
Gholamhosein Sheikholeslami, Wendy Chang, Aidong Zhang
September 1998 **Proceedings of the sixth ACM international conference on Multimedia**

Full text available: pdf(1.37 MB) Additional Information: full citation, references, citings, index terms

13 Three-dimensional object recognition
Paul J. Besl, Ramesh C. Jain
March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Full text available: pdf(7.76 MB) Additional Information: full citation, abstract, references, citings, index terms, review

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

14 Technical session 1: content-based image retrieval: Manifold-ranking based image retrieval
Jingrui He, Mingjing Li, Hong-Jiang Zhang, Hanghang Tong, Changshui Zhang
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**
Full text available: pdf(314.73 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we propose a novel transductive learning framework named manifold-ranking based image retrieval (MRBIR). Given a query image, MRBIR first makes use of a manifold ranking algorithm to explore the relationship among all the data points in the feature space, and then measures relevance between the query and all the images in the database accordingly, which is different from traditional similarity metrics based on pair-wise distance. In relevance feedback, if only positive examples ...

Keywords: active learning, image retrieval, manifold ranking, relevance feedback

15 Two methods for display of high contrast images
Jack Tumblin, Jessica K. Hodgins, Brian K. Guenter
January 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 1
Full text available: pdf(10.28 MB) Additional Information: full citation, abstract, references, citings, index terms, review

High contrast images are common in night scenes and other scenes that include dark shadows and bright light sources. These scenes are difficult to display because their contrasts greatly exceed the range of most display devices for images. As a result, the image constrasts are compressed or truncated, obscuring subtle textures and details. Humans view and understand high contrast scenes easily, "adapting" their visual response to avoid compression or truncation with no apparent ...

Keywords: adaptation, tone reproduction, visual appearance

16 Smoothing an overlay grid to minimize linear distortion in texture mapping
Alla Sheffer, Eric de Sturler
October 2002 **ACM Transactions on Graphics (TOG)**, Volume 21 Issue 4
Full text available: pdf(3.16 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Texture is an essential component of computer generated models. For a texture mapping procedure to be effective it has to generate continuous textures and cause only small mapping distortion. The *Angle Based Flattening (ABF)* parameterization method is guaranteed to provide a continuous (no foldovers) mapping. It also minimizes the angular distortion of the parameterization, including locating the optimal planar domain boundary. However, since it concentrates on minimizing the angular dist ...

Keywords: parameterization, smoothing., texture mapping, triangulation

17 Quadric-based simplification in any dimension
Michael Garland, Yuan Zhou
April 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 2
Full text available: pdf(16.40 MB) Additional Information: full citation, abstract, references, index terms

We present a novel generalization of the quadric error metric used in surface simplification

that can be used for simplifying simplicial complexes of any type embedded in Euclidean spaces of any dimension. We demonstrate that our generalized simplification system can produce high quality approximations of plane and space curves, triangulated surfaces, tetrahedralized volume data, and simplicial complexes of mixed type. Our method is both efficient and easy to implement. It is capable of processi ...

Keywords: Quadric error metric, curve simplification, edge contraction, surface simplification, volume simplification

18 Statistical geometry representation for efficient transmission and rendering
Aravind Kalaiah, Amitabh Varshney
April 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 2
Full text available: pdf(16.46 MB) Additional Information: full citation, abstract, references, index terms

Traditional geometry representations have focused on representing the details of the geometry in a deterministic fashion. In this article we propose a statistical representation of the geometry that leverages local coherence for very large datasets. We show how the statistical analysis of a densely sampled point model can be used to improve the geometry bandwidth bottleneck, both on the system bus and over the network as well as for randomized rendering, without sacrificing visual realism. Our s ...

Keywords: Point-based rendering, network graphics, principal component analysis, programmable GPU, progressive transmission, quasi-random numbers, view-dependent rendering

19 A survey on wavelet applications in data mining
Tao Li, Qi Li, Shenghuo Zhu, Mitsunori Ogihara
December 2002 **ACM SIGKDD Explorations Newsletter**, Volume 4 Issue 2
Full text available: pdf(330.06 KB) Additional Information: full citation, abstract, references, citings

Recently there has been significant development in the use of wavelet methods in various data mining processes. However, there has been written no comprehensive survey available on the topic. The goal of this is paper to fill the void. First, the paper presents a high-level data-mining framework that reduces the overall process into smaller components. Then applications of wavelets for each component are reviewd. The paper concludes by discussing the impact of wavelets on data mining research an ...

20 Recovering photometric properties of architectural scenes from photographs
Yizhou Yu, Jitendra Malik
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(367.09 KB) Additional Information: full citation, references, citings, index terms

Keywords: BRDG, illumination, image-based rendering, photometric properties, photometric stereo, reflectance, sky model

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☐ 1. **Collection space distances**
Brassard, L.;
Systems, Man and Cybernetics, 1995. 'Intelligent Systems for the 21st Century'., IEEE International Conference on
Volume 2, 22-25 Oct. 1995 Page(s):1544 - 1549 vol.2
AbstractPlus | Full Text: PDF(440 KB) **IEEE CNF**

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IEEE CNF	IEEE Conference Proceeding
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IEEE STD	IEEE Standard

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1. **Characteristics of weighted feature vector in content-based image retrieval applications**
Vadivel, A.; Majumdar, A.K.; Sural, S.;
Intelligent Sensing and Information Processing, 2004. Proceedings of International Conference on
2004 Page(s):127 - 132
AbstractPlus | Full Text: PDF(1746 KB) **IEEE CNF**

2. **Flexible color texture retrieval method using multi-resolution mosaic for image classification**
Guan, H.; Wada, S.;
Signal Processing, 2002 6th International Conference on
Volume 1, 26-30 Aug. 2002 Page(s):612 - 615 vol.1
AbstractPlus | Full Text: PDF(327 KB) **IEEE CNF**

3. **Efficient reconstruction of indoor scenes with color**
Wang, R.; Luebke, D.;
3-D Digital Imaging and Modeling, 2003. 3DIM 2003. Proceedings. Fourth International Conference on
6-10 Oct. 2003 Page(s):402 - 409
AbstractPlus | Full Text: PDF(1777 KB) **IEEE CNF**

4. **A weighted distance approach to relevance feedback**
Aksoy, S.; Haralick, R.M.; Cheikh, F.A.; Gabbouj, M.;
Pattern Recognition, 2000. Proceedings. 15th International Conference on
Volume 4, 3-7 Sept. 2000 Page(s):812 - 815 vol.4
AbstractPlus | Full Text: PDF(344 KB) **IEEE CNF**

5. **Vector (self) snakes: a geometric framework for color, texture, and multiscale image segmentation**
Sapiro, G.;
Image Processing, 1996. Proceedings., International Conference on
Volume 1, 16-19 Sept. 1996 Page(s):817 - 820 vol.1
AbstractPlus | Full Text: PDF(452 KB) **IEEE CNF**

6. **Vector-valued active contours**
Sapiro, G.;
Computer Vision and Pattern Recognition, 1996. Proceedings CVPR '96, 1996 IEEE Computer Society Conference on
18-20 June 1996 Page(s):680 - 685
AbstractPlus | Full Text: PDF(640 KB) **IEEE CNF**

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10 results found in the Worldwide database for:
texture AND color AND weight AND difference in the title or abstract
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1 **Process for producing puffed snack and production apparatus therefor**
Inventor: AKIMOTO SHUJI (JP); MIURA TAKAHIRO (JP); (+1)
Applicant:
EC: A23G1/20M4; A23G1/20M4C; (+6)
IPC: A23G3/00
Publication info: **US2004037926** - 2004-02-26

2 **GRADATION JELLY AND METHOD OF PRODUCING THE SAME**
Inventor: NISHIMURA TAKETOSHI
Applicant: SANEI GEN FFI INC
EC:
IPC: A23L1/06
Publication info: **JP2003319751** - 2003-11-11

3 **Method and apparatus for measuring color-texture distance, and method and apparatus for sectioning image into plurality of regions using measured color-texture distance**
Inventor: KIM SANG-KYUN (KR); LEE SEONG-DEOK (KR); (+4)
Applicant:
EC: G06T5/00F
IPC: G06K9/00
Publication info: **US2002090133** - 2002-07-11

4 **Water-proof air-permeable tarpaulin and making technology thereof**
Inventor: LU YONGQIANG (CN); LIANG ZHONGJU (CN); (+1)
Applicant: LIANG ZHONGJU (CN)
EC:
IPC: D06M15/00
Publication info: **CN1225959** - 1999-08-18

5 **REVERSIBLE HEAT-SENSITIVE RECORDING MEDIUM**
Inventor: KAWAMURA FUMIO; TATEWAKI TADAFUMI; (+3)
Applicant: RICOH KK
EC:
IPC: B41M5/26
Publication info: **JP10287048** - 1998-10-27

6 **LAMINATED GIGGED NONWOVEN FABRIC**
Inventor: NAGATA MAKIO; NAGAYAMA HIROKI; (+4)
Applicant: KANEBO LTD; NISSAN MOTOR
EC:
IPC: D04H11/00; B32B5/02; (+6)
Publication info: **JP10245759** - 1998-09-14

7 **SEGMENTING METHOD FOR IMAGE AREA**
Inventor: FURUKUBO YOSHITAKA; MURAYAMA ATSUSHI; (+1)
Applicant: SONY CORP
EC:
IPC: H04N9/68; G06T9/00; (+3)
Publication info: **JP7312757** - 1995-11-28

8 **Method for dyeing strawberry**
Inventor: NAKAJI KAZUO (JP); SAWADA YOSHIO (JP); (+1)
Applicant: HOUSE FOOD INDUSTRIAL CO (JP)
EC: A23L1/275B
IPC: A23L1/275
Publication info: **US5310567** - 1994-05-10

9 **Dyeing agent, dyeing solution and method for dyeing strawberry**
Inventor: NAKAJI KAZUO (JP); SAWADA YOSHIO (JP); (+1)
Applicant: HOUSE FOOD INDUSTRIAL CO (JP)
EC: A23L1/275B
IPC: A23L1/275
Publication info: **US5238695** - 1993-08-24

10 **Dyeing agent and dyeing solution**
Inventor: MIYAO NORIO (JP); SAWADA YOSHIO (JP); (+1)
Applicant: HOUSE FOODS CORP (JP); SANYO KANZUME CO LTD (JP)
EC: A23L1/275
IPC: A23L1/275
Publication info: **US5370887** - 1994-12-06

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No.	Publication No.	Title
1.	2002 - 170117	METHOD AND APPARATUS FOR MEASURING COLOR-TEXTURE DISTANCE AND METHOD AND APPARATUS FOR DIVIDING IMAGE INTO DOMAINS USING THEM

PATENT ABSTRACTS OF JAPAN

(11)Publication number : 2002-170117

(43)Date of publication of application : 14.06.2002

(51)Int.Cl. G06T 7/00
H04N 7/24

(21)Application number : 2001-347688

(22)Date of filing : 13.11.2001

(71)Applicant : SAMSUNG ELECTRONICS CO LTD

(72)Inventor : KIM SANG-KYUN
LEE SEONG-DEOK
KIN SHOYO
CHOCHIA PAVEL A
SUSHKO DMITRY V
MILLER BORIS M

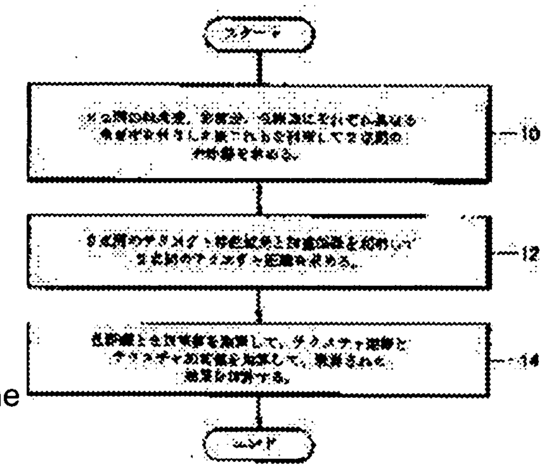
(30)Priority

Priority number : 2000 200067105 Priority date : 13.11.2000 Priority country : KR

(54) METHOD AND APPARATUS FOR MEASURING COLOR-TEXTURE DISTANCE AND METHOD AND APPARATUS FOR DIVIDING IMAGE INTO DOMAINS USING THEM

(57)Abstract:

PROBLEM TO BE SOLVED: To provide a method and apparatus for measuring a color-texture distance and a method and apparatus for dividing an image into domains using it.



SOLUTION: The method for measuring the color-texture distance includes the step 10 of allocating respective different degrees of importance to differences in brightness, saturation and hue between two points on a color characteristic space constructed of color characteristic values which the pixels of an image have and then adding the differences in brightness, saturation and hue together in proportion to the allocated degrees of importance to thereby determine the color distance between the two points; the step 12 of determining the texture distance between the two points using both a difference in texture characteristic value between the two points on a texture characteristic space constructed of texture characteristic values for the pixels, and a weighting coefficient applied to the multiplicity of the texture; and the step 14 of multiplying the color distance by a color multiplication value, then multiplying the texture distance by a texture multiplication value, and adding the products of these multiplications together to determine the color-texture distance

between the two points.

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[Date of request for examination]	13.11.2001
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[Date of final disposal for application]	
[Patent number]	3554930
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3.	2000 - 348211	METHOD AND DEVICE FOR TEXTURE MAPPING OF THREE- DIMENSIONAL IMAGE
4.	10 - 287048(1998)	REVERSIBLE HEAT-SENSITIVE RECORDING MEDIUM
5.	10 - 245759(1998)	LAMINATED GIGGED NONWOVEN FABRIC
6.	07 - 312757(1995)	SEGMENTING METHOD FOR IMAGE AREA